

2010 Ararat Youth League Softball

Ages 12 and Under

GAMES:

1. Games will be 7 innings.
2. Games will begin at 5:30 p.m. on weekdays with the field available at 5:00 p.m. with 15 minutes per team for warm-ups. **Richmond, Lisbon and Durham will begin at 6:00 p.m. home and away.**
3. There will be a 5 run maximum in each inning except for the last inning which will have unlimited runs.
4. If a team is ahead by 10 runs at the end of the 5th inning the game will be over.
5. No new innings are to begin after 7:30 p.m. Coaches will agree, based on the time, if the current inning is to be the last and finish the game with unlimited runs.
6. All teams will use 12" softballs. The home team will provide **1 new game with additional decent ball for each game.**

PITCHING:

1. Pitching will allow either a windmill or slingshot pitch at a controlled speed, straight or with a slight lob (below the head level).
2. The pitching distance will be 35-40 feet. For safety reasons, the shortest distance of 35 feet should be marked off in the dirt so a pitcher does not move the rubber closer than that distance during the game.
3. Pitchers must have both feet touching the playing rubber before each pitch. Only one step forward will be allowed.
4. The pitcher will be allowed 3 warm-up pitches from the mound at the beginning of each inning and when a new pitcher is brought into the game. A pitcher may warm-up on the sidelines in preparation for pitching in the game.
5. The strike zone is across the plate anywhere between the letters (chest) and knees.

FIELDING, BATTING & RUNNING:

1. There may be 9 players on the field. A team may start with 8 players.
2. All players will bat in rotation, whether or not they are playing in the field at the time. The batting order will stay the same for the whole game.
3. It is the goal of the league that players have equitable playing time. Playing time is at the discretion of the coach for disciplinary reasons. Examples: not showing for practices, foul language, unsportsmanlike behavior.
4. All runners must stop at the current base when the ball is returned to the pitcher around the pitching mound. The pitcher must have possession of the ball for play to cease.
5. Stealing will only be allowed between first and second bases. The runner may not leave first base until the ball has crossed the plate.
6. DELETED
7. “Feet-first” sliding may be used if taught by the coaches. “Head-first” sliding will not be allowed.
8. **The infield fly rule will not be used. (added 2010)**
9. A hit batsman will advance to first.
10. Bats must be dropped or placed on the ground as the runner begins to run. **The umpire will issue a warning to the batter after the bat is thrown the first time. If the bat is thrown a second time by the same player, this player will be taken from the line-up and lose the right to bat for the remainder of the game. The current “at bat” for this player will then be counted as an “out”. The player may continue to play in the field for the remainder of the game.**
11. Unlimited foul balls on the third strike.
12. A foul bunt on the third strike is an automatic out.
13. If the catcher fails to catch a third strike pitch (when there are fewer than two outs and first base is unoccupied or anytime there are two outs), the batter may advance to first base and must be thrown out or tagged by the catcher.

CLOTHING:

1. Helmets must be worn to bat and run the bases. (Masks on batting helmets are advised but not mandatory)
2. Catcher must wear full gear.
3. Long pants are strongly recommended for all games and practices to avoid serious cuts and bruises. For safety reasons it is suggested that players wear some type of athletic wear (wind pant or sweat pants) and not large flares. Hats or visors, if worn, must be worn in a forwards manner (not backwards). No jewelry. No sandals.
4. No metal cleats.

CONDUCT:

1. Spectators, coaches and players are expected to set an exemplary standard of behavior with the best interest of the athletes in mind. Good sportsmanship conduct will be expected at all times. The umpire has the authority to remove any coach, spectator, or player from the field area if problems arise.
2. No coach will smoke or use any tobacco products on or near the playing field during practices or games. No alcoholic beverages will be allowed on or near any playing premises. Spectators are expected to follow the home team policies.
3. Base coaches must remain in the 15-foot box outlined near the baselines.
- 4. No spectators will be allowed behind the backstop during playing time.**